Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A computer implemented method of creating an education simulation having a simulated character for a learner to interact with, the method comprising ~~the steps of~~:

providing a simulation interface through a simulation software code, wherein the simulated character appears within the simulation interface;

providing a data storage area for storing at least one trait of the simulated character, the at least one trait having a trait value, communicating possible user statements ~~and/or actions~~ through the simulation interface to the learner;

receiving from the learner a selected ~~chosen~~ user statement ~~or action~~ from the possible user statements ~~and/or actions~~;

responding to the selected user statement ~~or action chosen by the learner~~ by providing a character response by the simulated character, wherein the character response provided is determined by the trait value of the at least one trait; and,

generating new possible statements ~~and/or actions~~ for the learner contained within the data storage area.

Claim 2 (currently amended): The method of claim 1 wherein the data storage area stores a plurality of character traits which together reflect a data value indicative of a state of mind of the simulated character.

Claim 3 (currently amended): The method of claim 1 wherein the data storage area stores a plurality of character traits which together reflect a data valve indicative of a personality of the simulated character.

Claim 4 (currently amended): The method of claim 1 wherein the at least one character trait is a data valve indicative of a desire to buy a product or a service.

Claim 5 (original): The method of claim 1 wherein the data storage area is a dynamic data model.

Claim 6 (original): The method of claim 5 wherein the dynamic data model is independent of the simulation software code.

Claim 7 (original): The method of claim 1 wherein the trait value of the at least one trait is calculated by adding a previous trait value with a trait change value for the at least one trait.

Claim 8 (currently amended): The method of claim 7 wherein the trait change value for the at least one trait is calculated by adding a previous trait change value with a ~~an effect~~ force value.

Claim 9 (currently amended): The method of claim 8 wherein the ~~effect~~ force value is determined by whether the learner has selected a neutral statement or action.

Claim 10 (currently amended): The method of claim 8 wherein the ~~effect~~ force value is determined by whether the learner has identified a problem.

Claim 11 (currently amended): The method of claim 8 wherein the ~~effect~~ force value is determined by whether the learner has identified a solution.

Claim 12 (currently amended): The method of claim 8 wherein the ~~effect~~ force value is determined by whether the learner has identified a solution after the learner has met a problem threshold value.

Claim 13 (currently amended): The method of claim 8 wherein the ~~effect~~ force value is determined by whether the learner has identified a correct answer.

Claim 14 (currently amended): The method of claim 8 wherein the ~~effect~~ force value is determined by whether the learner has identified an incorrect answer.

Claim 15 (currently amended): The method of claim 10, 11, 12, 13, or 14 wherein the ~~respective effect~~ force value depends on at least one predetermined value that is selectable by a designer.

Claim 16 (currently amended): The method of claim 8 wherein the ~~effect~~ force value is determined by a decay.

Claim 17 (original): The method of claim 16 wherein the decay is negative when the learner has positively impacted the trait value.

Claim 18 (original): The method of claim 16 wherein the decay is positive when the learner has negatively impacted the trait value.

Claim 19 (original): The method of claim 16, 17, or 18 wherein the decay has a rate and direction that are selectable by a designer.

Claim 20 (original): The method of claim 1 wherein the trait value has a minimum trait value, a maximum trait value, and a default trait value.

Claim 21 (currently amended): The method of claim 20 wherein the trait value has a minimum limit threshold value and a maximum limit threshold value, wherein a first difficulty level associated with ~~it becomes more difficult for~~ the leaner reaching ~~to have~~ a minimum trait value increases ~~that reaches the minimum trait value~~ once the trait value reaches the minimum limit threshold, and wherein a second difficulty level associated with ~~it becomes more difficult for~~ the leaner ~~to have~~ reaching a maximum trait value increases ~~that reaches the maximum trait value~~ once the trait value reaches the maximum limit threshold.

Claim 22 (canceled).

Claim 23 (canceled).

Claim 24 (previously presented): The method of claim 1 wherein the at least one trait has at least one of a rate of change and a direction of change.

Claim 25 (canceled).

Claim 26 (previously presented): The method of claim 24 wherein the rate of change has a minimum, a maximum, and a default value.

Claim 27 (original): A method of creating a response by a character within an education simulation for a learner, the method comprising the steps of:

providing a data storage area for storing at least one trait of the character, the at least one trait having a trait value,

receiving from the learner a chosen statement or action;

responding to the statement or action chosen by the learner by providing a character response by the character, wherein the character response provided is determined by the trait value of the at least one trait.

Claim 28 (currently amended): A computer system for creating a response by a character within an education simulation for a learner, the computer system comprising:

a data storage area for storing at least one trait of the character, the at least one trait having a trait value,

a first code segment for receiving from the learner a chosen user statement from a list of possible user statements ~~or action~~;

a second code segment responding to the selected user statement ~~or action chosen by the learner~~ received in the first code segment by providing a character response by the character, wherein the character response provided is determined by the trait value of the at least one trait.

Claim 29 (canceled).

Claim 30 (canceled).